

FIG. 1

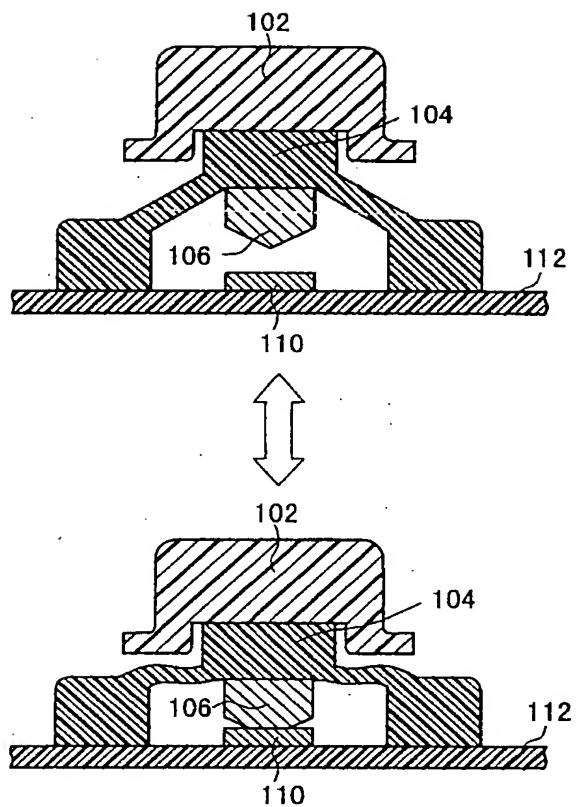


FIG. 2

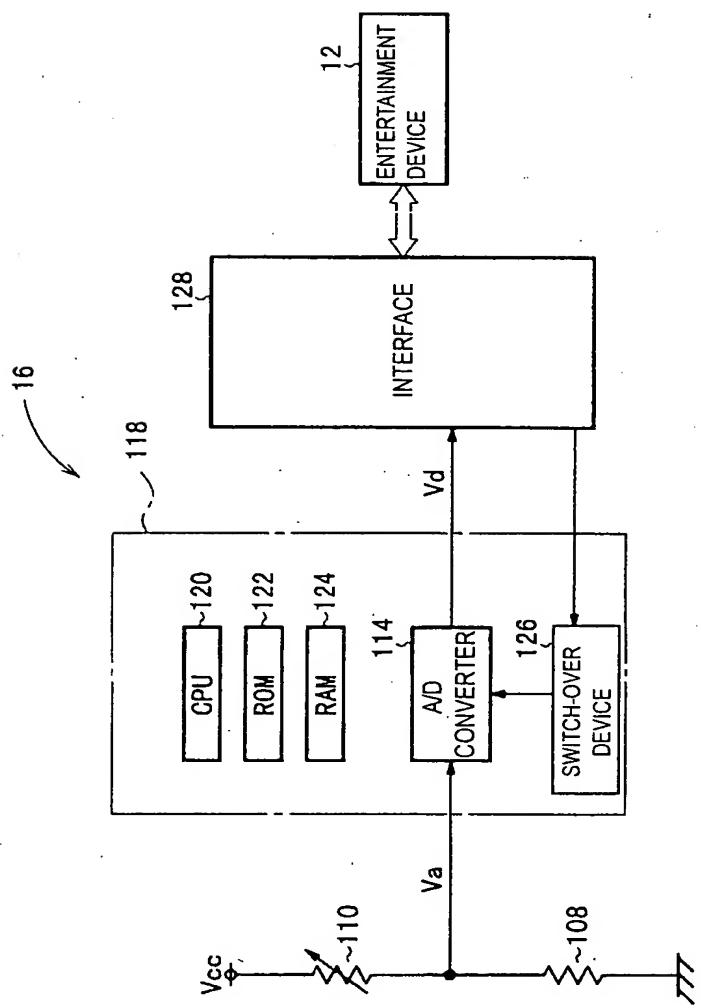


FIG. 3

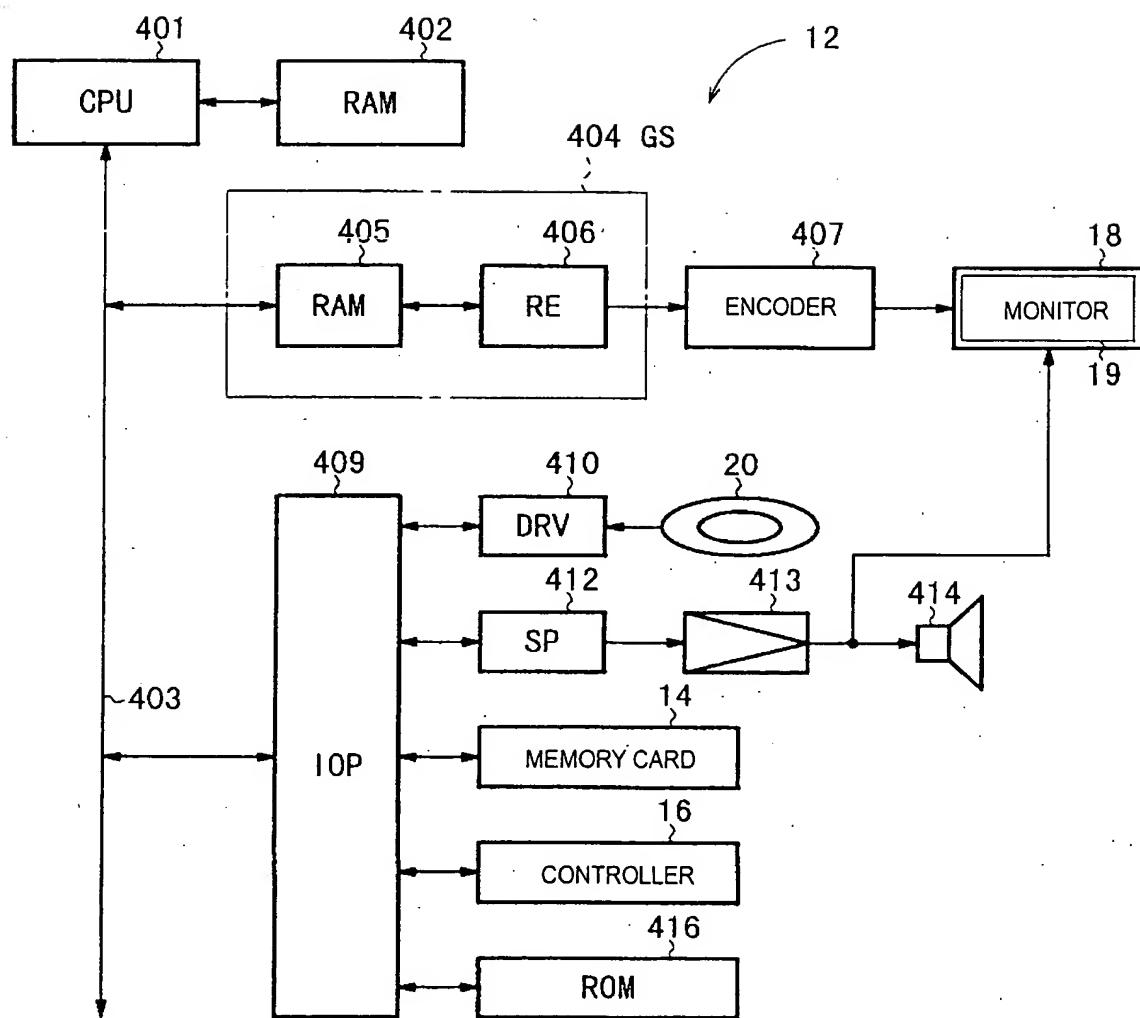


FIG. 4

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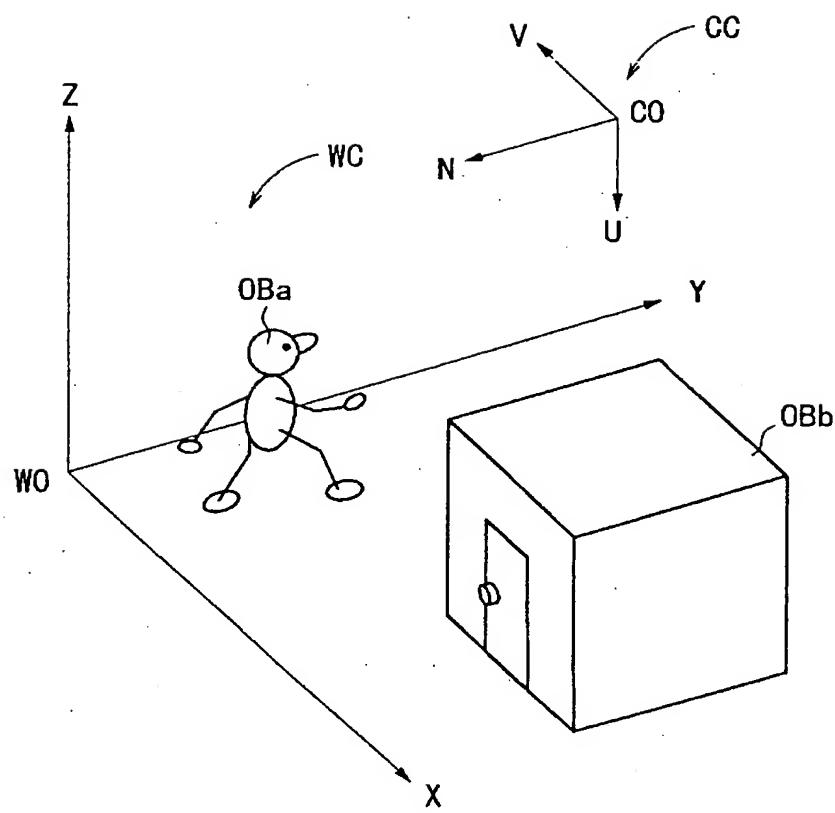


FIG. 5

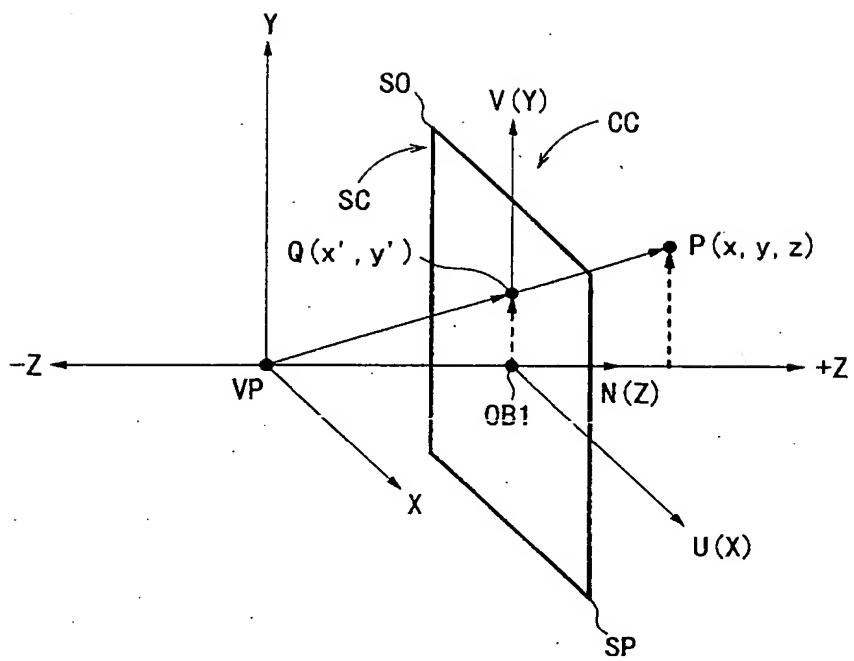


FIG. 6

19

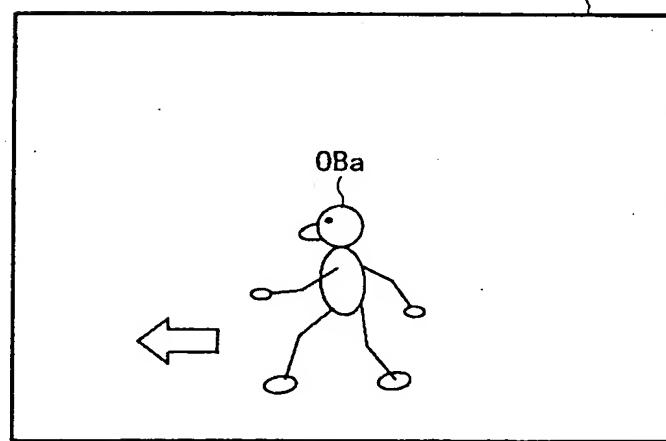


FIG. 7

10002519-1.DOC

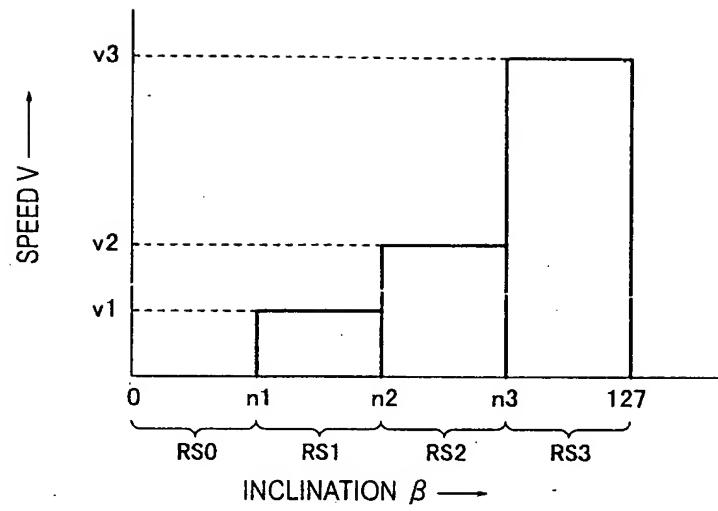


FIG. 8

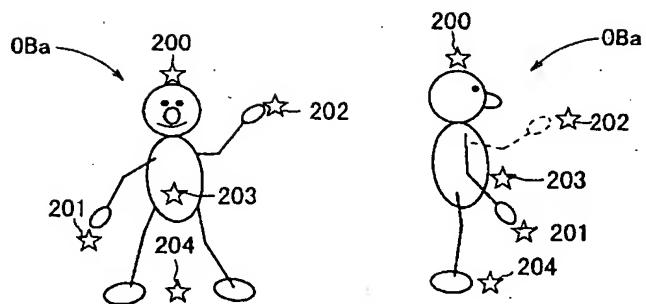


FIG. 9

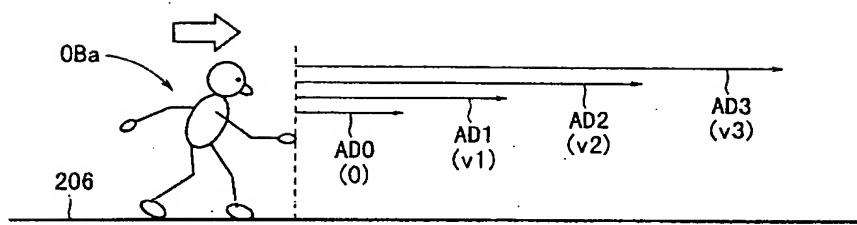


FIG. 10

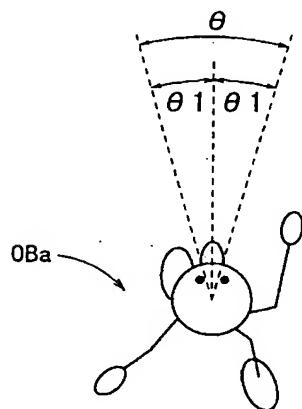


FIG. 11

10002519 110101

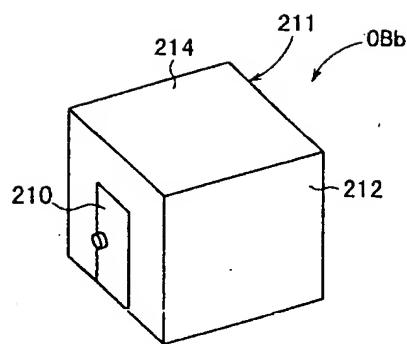


FIG. 12

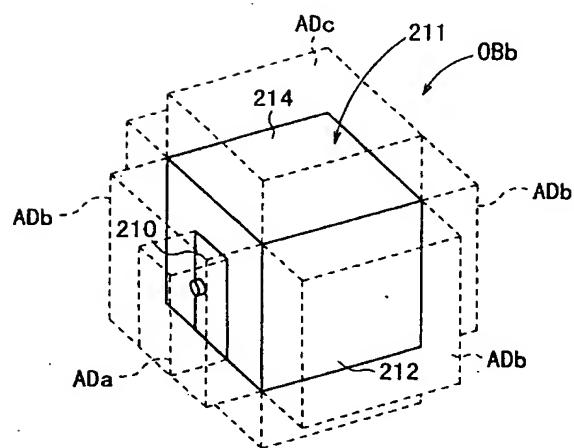


FIG. 13

1.0002510-110101

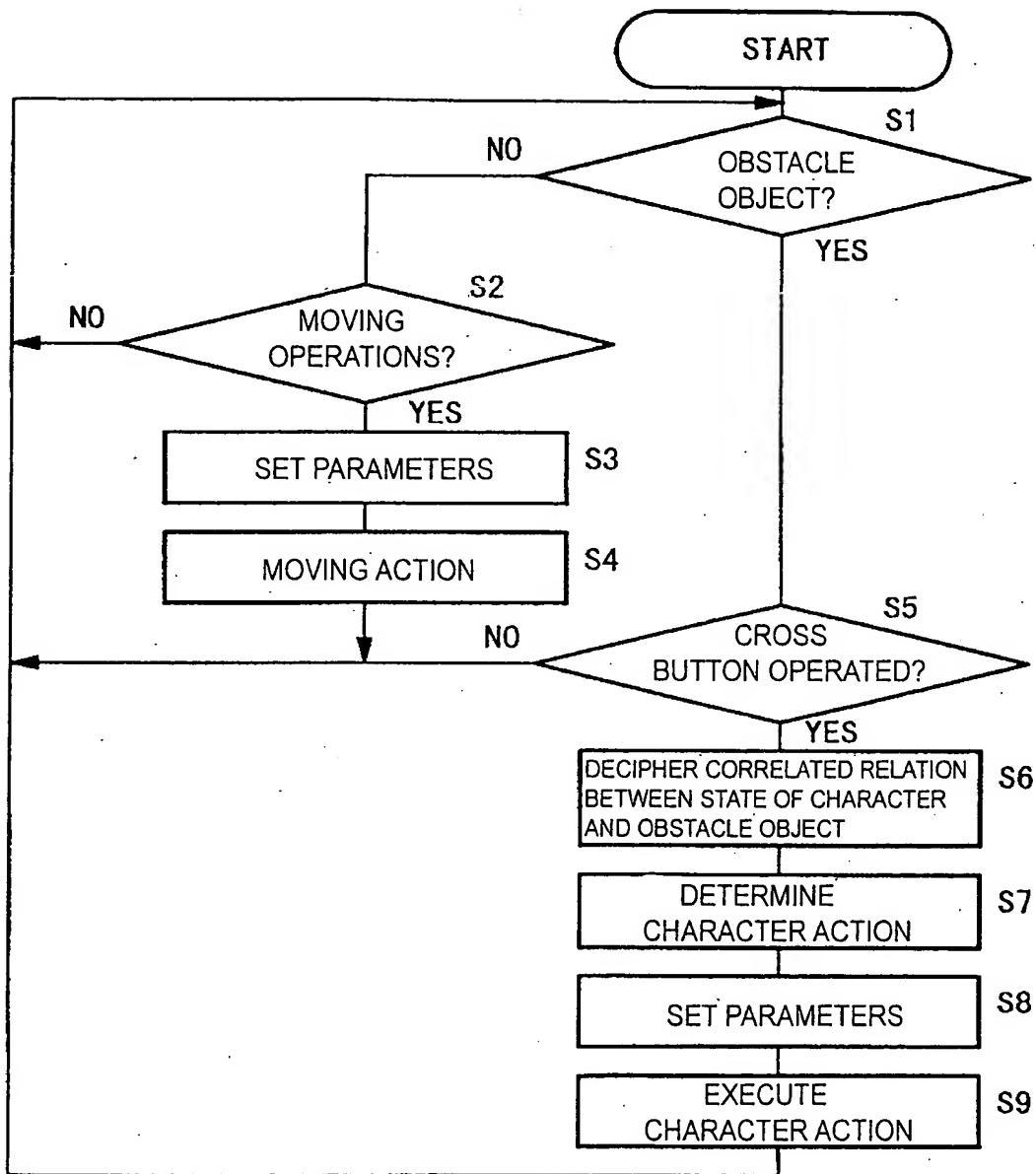


FIG. 14

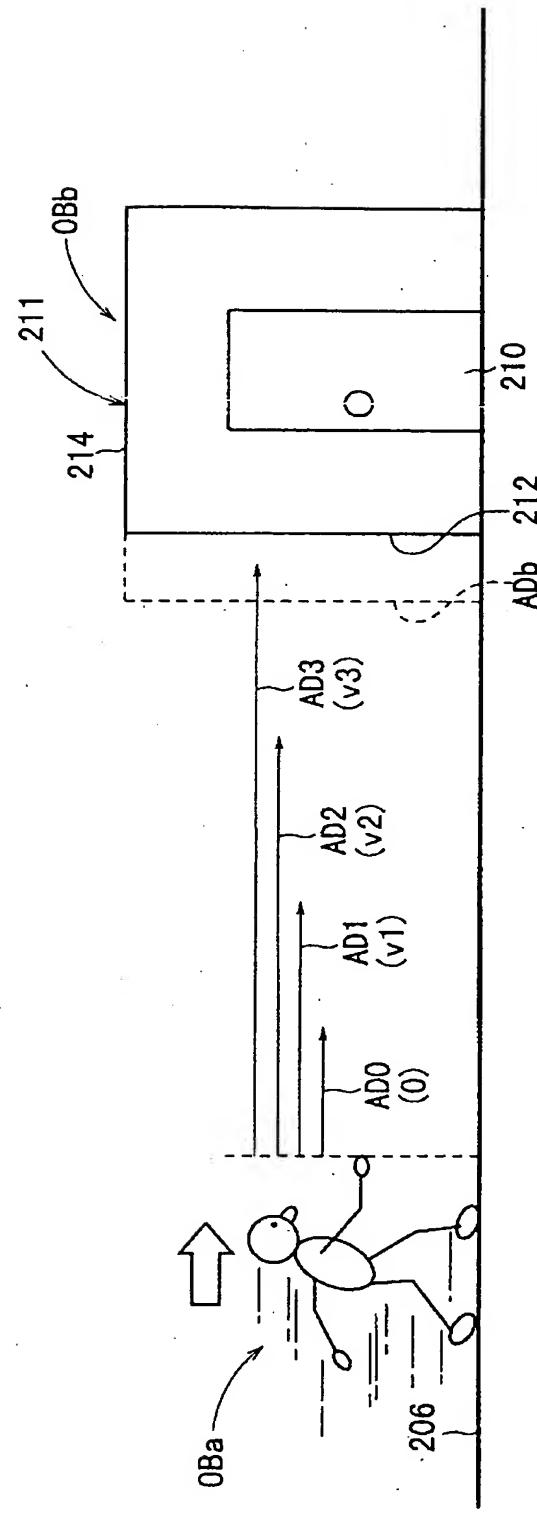


FIG. 15

20002619.110101

PERIMETER RANGE	CHARACTER ACTION
AD3	JUMP OVER
AD2	JUMP AND CLIMB ONTO ROOF
AD1	GRAPS ONTO EDGE AND CLIMB UP
AD0	

220

FIG. 16

FIG. 17A

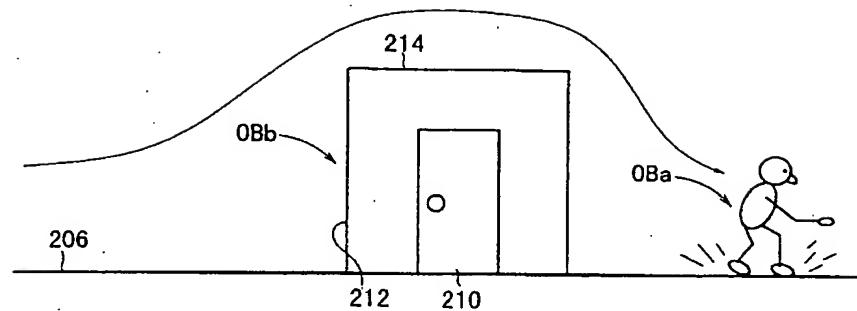


FIG. 17B

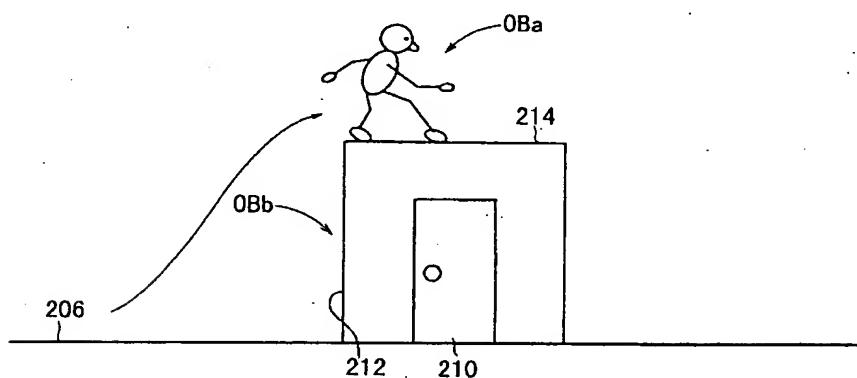
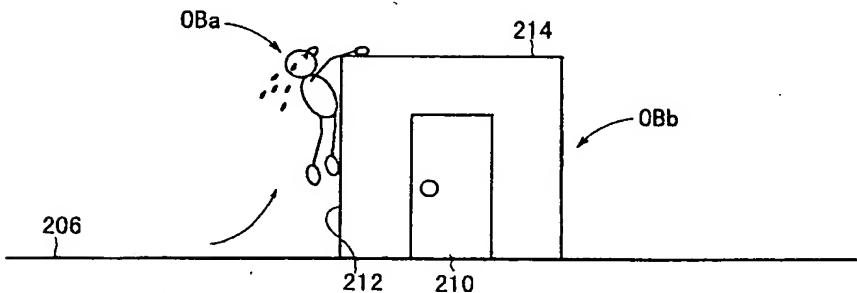


FIG. 17C



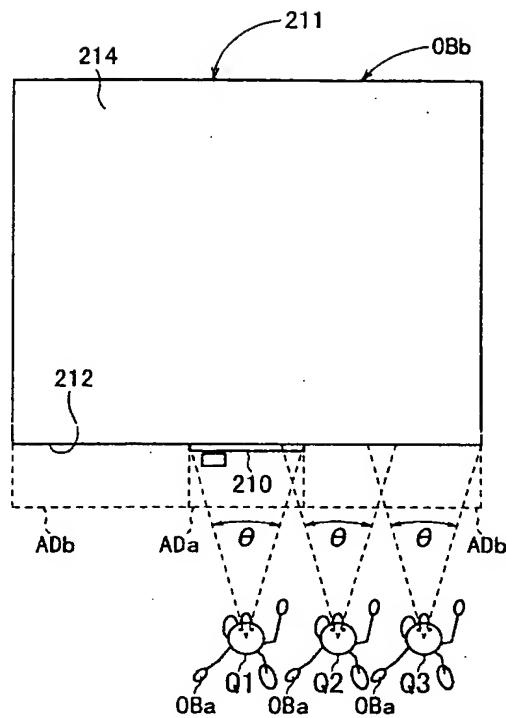


FIG. 18

PERIMETER RANGE	CHARACTER ACTION
AD3	DESTROY DOOR AND ENTER
AD2	
AD1	OPEN DOOR AND ENTER
AD0	

FIG. 19

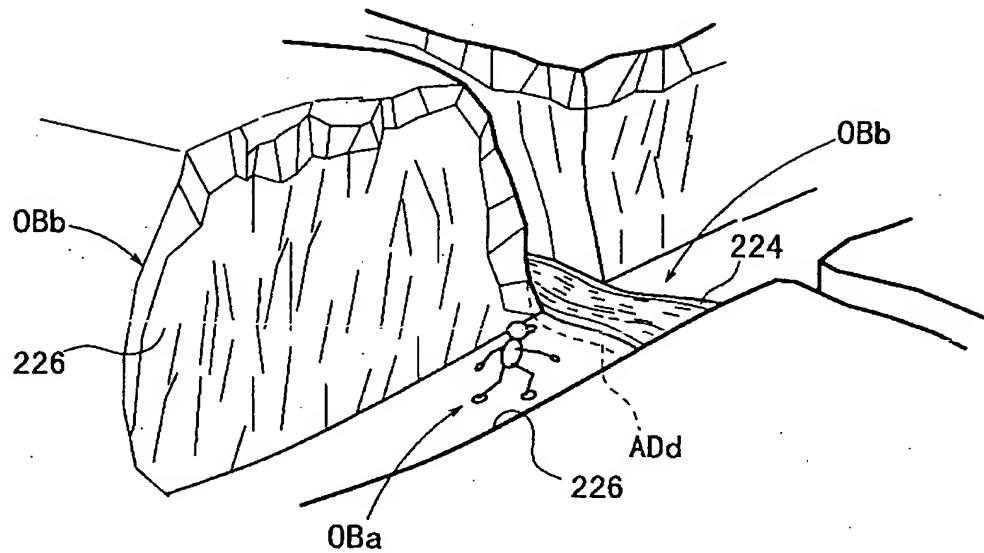


FIG. 20

PERIMETER RANGE	CHARACTOR ACTION
AD3	
AD2	RUNNING JUMP
AD1	
AD0	STANDING JUMP

FIG. 21

第十四章・蒙古の歴史

FIG. 22A

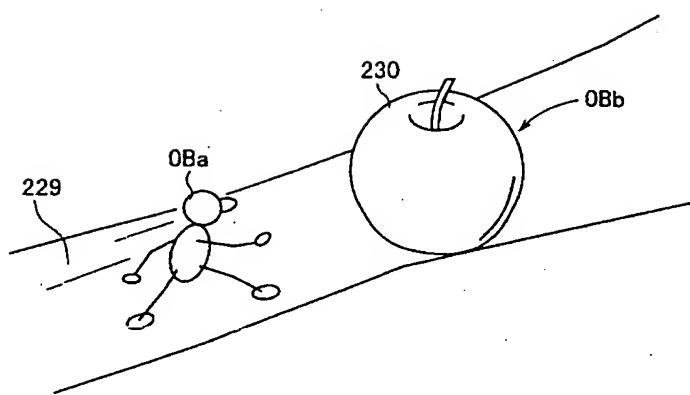


FIG. 22B

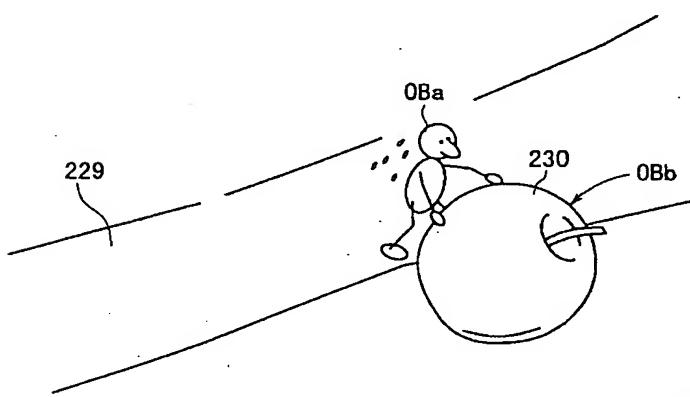
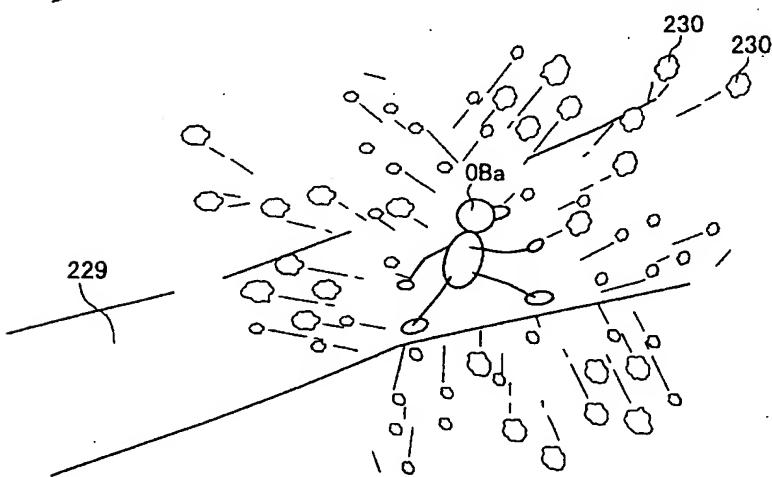
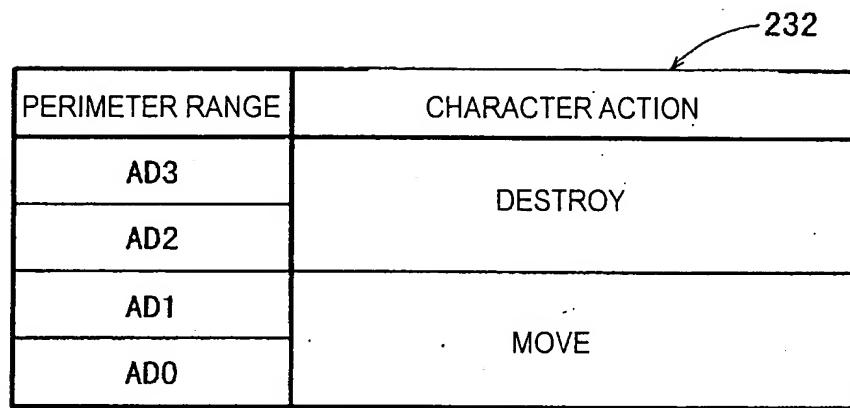


FIG. 22C



TOP SECRET//SI//COMINT



PERIMETER RANGE	CHARACTER ACTION
AD3	DESTROY
AD2	
AD1	MOVE
AD0	MOVE

FIG. 23